

STAR WARS RPG SPECIES REFERENCE GUIDE

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1. ALEENA (NEXUS OF POWER PG. 98)



Wound Threshold: 8 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 95 XP

Special Abilities: Aleena begin the game with one rank in coordination. They still may not train Coordination above rank 2 during character creation. Aleena are smaller than average and count as silhouette 0.

Sturdy Frame : Aleena begin the game with one rank in the Durable talent.



2. ANOMID (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 13 + Willpower

Starting Experience: 100 XP

Special Ability: Anomid begin the game with one rank in mechanics. They still may not train mechanics above rank 2 during character creation.

Technical Achievement: Add 1 boost die when repairing spaceships.



3. ANX (SAVAGE SPIRITS PG. 18)



Wound Threshold: 13 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 85 XP

Special Ability: Anx begin the game with one rank in the Kindness talent.

Anatomical Knowledge: Anx have an innate grasp of how bodies are put together and are able to intuit the anatomical vulnerabilities of any species. Anx gain one rank of the Lethal Blows talent.

Mood indicator: If an Anx's head-crest is not covered, the character upgrades the difficulty of Deception checks once.



4. ANZATI (HOMEBREW)



Wound Threshold: 13 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 85 XP

Special Ability: Anzati begin the game with one rank in athletics. They still may not train athletics above rank 2 during character creation.

Soup Thirsty: Anzati must consume sentients' brains every 5 days or starts to get hungry. Lose 1 strain per day without consuming. Each lost strain may not be replenished until fed.

Bewitched: Can use hypnosis features akin to the jedi mind trick to ensnare victims.

Force Predator: Senses to track sentients especially those with force sensitivity.



5. AQUALISH (DANGEROUS COVENANTS PG. 19)



Wound Threshold: 11 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Ability: All Aqualish are capable of breathing underwater. In addition, they begin the game with one rank in Brawl. Characters cannot train Brawl above rank 2 during character creation.

Natural Swimmers(Homebrew): Aqualish receive one boost die when making athletics checks while swimming.



6. ARCONA (FAR HORIZONS PG. 20)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Arcona begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation. When making skill checks, Arcona may remove one setback die imposed due to arid or hot environmental conditions.

Mood Readers: Arcona add one advantage to any Charm or Negotiation checks they make.



7. ARKANIAN (HOMEBREW)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Arkanians begin the game with one rank in Coerce. They still may not train Coerce above rank 2 during character creation.

Intellectual: Arkanians receive one free boost die with making lore skill checks.



8. BARABEL (HOMEBREW)



Wound Threshold: 14 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 80 XP

Special Ability: Barabels begin the game with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

Natural Weapons: When a Barabel makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3. **Radiation Resistance:** Barabels may add one boost die to Resilience checks made to resist the effects of radiation.

Stun Resistance: Barabels reduce the Strain damage suffered from Stun attacks by two.



9. BARDOTTAN (NEXUS OF POWER PG. 98)



Wound Threshold: 9 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 105 XP

Special Ability: Bardottans begin the game with one rank in Knowledge (Lore). They still may not train Knowledge (Lore) above rank 2 during character creation.



10. **BESALISK** (SPECIAL MODIFICATIONS PG. 20)



Wound Threshold: 12 + Brawn
Strain Threshold: 7+ Willpower

Starting Experience: 85 XP

Special Ability: Besalisks begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.

Additional Limbs: Besalisks have multiple sets of arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.



11. **BITH** (HOMEBREW)



Wound Threshold: 9 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Bith begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

Talent Bonus: Bith begin play with one rank in the Researcher talent.



12. **BOTHAN** (EDGE OF THE EMPIRE PG. 43)



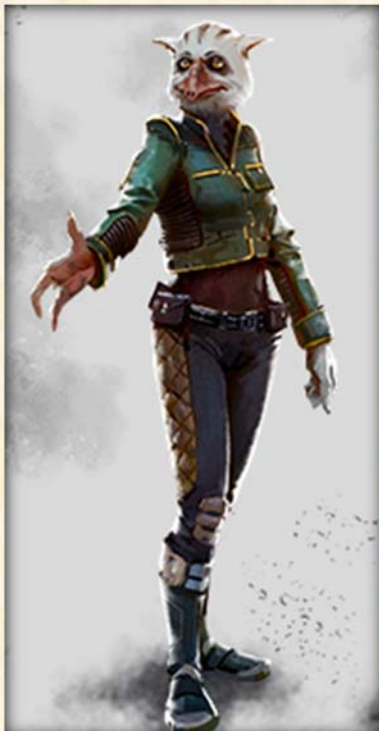
Wound Threshold: 10 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Bothans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation. They also start with one rank in the Convincing Demeanor talent.



13. **CAAMASI** (DESPERATE ALLIES PG. 19)



Wound Threshold: 10 + Brawn
Strain Threshold: 11 + Willpower
Starting Experience: 100 XP

Special Ability: Caamasi begin the game with one rank in either Charm or Discipline. They still may not train Charm or Discipline above rank 2 during character creation.

Memnii: Caamasi often imprint significant events in their life as unfading memories called memnii. Once per game session, a Caamasi may form a new memnis that encompasses one scene or encounter. At any time, a Caamasi may perfectly recall any memnis that he has formed or witnessed, or share it with another Caamasi or a force sensitive character.



14. CATHAR (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Cathars begin the game with one free rank in either Athletics or Stealth. They still may not train Athletics or Stealth above Rank 2 during character creation.

Claws: When a Cathar makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.



15. CEREAN (FORCE AND DESTINY PG. 54)



Wound Threshold: 10 + Brawn
Strain Threshold: 13 + Willpower

Starting Experience: 90 XP

Special Ability: Cereans begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.

Binary Processing: Cereans treat all Knowledge skills as career skills.



16. **CHADRA-FAN** (STAY ON TARGET PG. 20)



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 90 XP

Special Ability: Chadra-Fan begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.

Acute Senses: Chadra-Fan hearing, vision, and olfactory senses are all far superior to most humanoids. They remove up to two setback dice from their perception checks.

Size: Chadra-fan have a silhouette of 0.



17. **CHAGRIAN** (LEAD BY EXAMPLE PG. 19)



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Ability: Chagrians begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.

Amphibious: Chagrians can breathe underwater without penalty and never suffer movement penalties for traveling under water.

Knowledge Specialization: Chagrians start with one rank in the Knowledge Specialization talent.



18. **CHEVIN** (FAR HORIZONS PG. 21)



Wound Threshold: 11 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 80 XP

Special Ability: Chevin begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during Character Creation.

Advanced Olfaction: Though it originally developed to track prey; a Chevin's keen sense of smell can be valuable in many situations. Add one boost die to Perception checks involving the sense of smell.

Thick Hide: A Chevin's hide is thick and tough enough to absorb some damage, so they start the game with one rank in the Durable talent.



19. **CHISS** (ENTER THE UNKNOWN PG. 20)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Chiss begin the game with one rank in Cool. They still may not train Cool above rank 2 during character creation.

Infravision: Chiss have adapted to be able to see in both the infrared and normal visual spectra. This enables Chiss characters to remove up to one setback die added to checks by lighting conditions.



20. CLAWDITE (HOMEBREW)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Ability: Clawdites begin the game with one free rank in Deceit. They still may not train Deceit above Rank 2 during character creation.

Talent Bonus: Clawdites start play with one free rank in the Indistinguishable talent.

Change Form: At the cost of 2 Strain, a Clawdite can choose upgrade their Deceit check to convey a false appearance, and lasts until the Clawdite wills the change to end, or they are knocked unconscious or killed. The Strain spent is not recovered until the Clawdite reverts back to their normal shape.



21. CODRU-JI (HOMEBREW)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 85XP

Special Ability: Codru-Ji begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.

Additional Limbs: Codru-Ji have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, although they still may not perform more than two maneuvers per turn.



22. CORELLIAN HUMAN (SUNS OF FORTUNE PG. 93)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Ability: Corellians begin the game with one rank in Piloting (Planetary) or Piloting (Space). Because Corellians are naturally exceptional pilots and grow up handling swoops, airspeeders and spacecraft from a young age, they may train Piloting up to rank 3 during character creation.



23. DASHADE (HOMEBREW)



Wound Threshold: 12 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Ability: Dashade begin the game with one free rank in Coerce or Vigilance. They still may not train Coerce or Vigilance above Rank 2 during character creation.

Talent Bonus: Dashade start play with one rank in the Outdoorsman talent.

Force Resistance: Upgrade the difficulty of Discipline checks to affect a Dashade with a Force power or talent by one.



24. **DEVARONIAN** (NEXUS OF POWER PG. 100)



Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 95 XP

Special Ability: Devaronians begin the game with one rank in Survival or Deception. They still may not train Survival or Deception above rank 2 during character creation.

Resilient Metabolism: Devaronian physiology is naturally hardy and resistant to toxins. Members of the species add one success to all Resilience checks they make.



25. **DEFEL** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Defel begin the game with one free rank in Vigilance. They still may not train Vigilance above Rank 2 during character creation.

Light-Sensitivity: See page 197 of Edge of the Empire Beta for details.

Shadowed: See page 197 of Edge of the Empire Beta for details.

Size: Defel have a Silhouette of 0.

Protective Goggles (New Gear) Cost: 100 credits

Effect: These negate the effects of a Defel's Light-Sensitivity trait when worn.



26. **DRALL** (SUNS OF FORTUNE PG. 90)



Wound Threshold: 8 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Ability: Drall begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation. Drall have a mind for problems and their solutions. In addition to using his skill or characteristic rating, a Drall adds one boost die to the dice pool when providing skilled assistance.



27. **DRESSELLIAN** (STAY ON TARGET PG. 22)



Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 110 XP

Special Ability: Dressellians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
Primitive: Dressellians upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on the Dressellian's home planet, though the individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GMs discretion. Dressellians can spend 10XP at character creation to remove this penalty permanently.



28. **DROID** (EDGE OF THE EMPIRE PG. 45)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 175 XP

Special Ability: Droids don't need to eat, sleep, or breathe and are unaffected by toxins and poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating. After selecting their career, a Droid character may train one rank in six of the eight career skills (instead of the usual four). After selecting their first specialization, a Droid character may train one rank in three of the four specialization skills (instead of the usual two).

Inorganic: Since droids are inorganic, they don't gain the benefits of recovering with Back, Stimpaks or Medicine checks. Droids recover naturally by resting (system self repair). Droids can be repaired with a Mechanics check in place of Medicine check. Emergency repair patches are used like Stimpaks. Droids start the game with one rank in Enduring talent.

Mechanical Being: Droids can't become force sensitive, acquire a Force Rating, use Force powers, nor be affected by mind-altering Force powers.

29. **DUG** (SPECIAL MODIFICATIONS PG. 22)



Wound Threshold: 9 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Ability: Dugs begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.

Born to Ride: Whether it be atop dangerous beasts or screaming repulsocraft, Dugs are particularly adept riders. They begin the game with one rank of the Defensive Driving talent.



30. **DUROS** (ENTER THE UNKNOWN PG. 21)



Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Duros begin the game with one rank in Piloting (Space). They still may not train Piloting (Space) above rank 2 during character creation.

Intuitive Navigation: Duros may add one advantage to all Astrogration checks they make.



31. **ELOM** (FORGED IN BATTLE)



Wound Threshold: 10 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Ability: Eloms begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.

Digging Claws: Before using a maneuver to move, an Elom may spend a maneuver to dig, allowing the Elom to use that move maneuver to travel through loose soil or similar terrain. At the GM's discretion, this excavation can result in a low, narrow tunnel that others can use.



32. **ELOMIN** (FORGED IN BATTLE)



Wound Threshold: 9 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 105 XP

Special Ability: Elomin begin the game with one rank in Charm and one rank in Knowledge (Education). They still may not train Charm or Knowledge (Education) above rank 2 during character creation.



33. **EWOK** (HOMEBREW)



Wound Threshold: 9+ Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Ewoks begin the game with one rank in either Stealth or Survival. They still may not train Stealth or Survival above rank 2 during character creation.

Scent: Ewoks may remove all setback dice imposed due to concealment against a target that is within Short Range.

Size: Ewoks have a Silhouette of 0.



34. FALLEEN (FLY CASUAL PG. 18)



Wound Threshold: 10 + Brawn
Strain Threshold: 12 + Willpower
Starting Experience: 90 XP

Special Ability: Falleen begin the game with one rank in Charm. They still may not train Charm above rank 2 during character creation.

Beguiling Pheromones: By emitting pheromones and altering their skin color, Falleen can affect emotional states of other sentients. Once per check as an incidental, a Falleen may suffer 2 strain to upgrade the ability of a Charm, Deception, or Negotiation check against a living sentient being within short range once. This ability has no effect on targets wearing breath masks or without respiratory systems.



35. FARGHUL (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Farghul begin the game with one free rank in Deceit or Skulduggery. They still may not train Deceit or Skulduggery above Rank 2 during character creation.

Talent Bonus: Farghul begin play with one rank in the Convincing Demeanor talent.



36. GAMORREAN (HOMEBREW)



Wound Threshold: 12 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Ability: Gamorreans begin the game with one free rank in Melee. They still may not train Melee above Rank 2 during character creation.

Savage Warrior: When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.



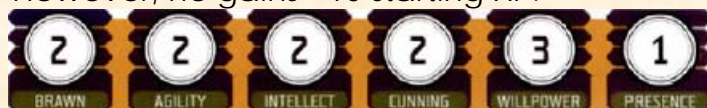
37. GAND (EDGE OF THE EMPIRE PG. 47)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Ability: Gands begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.

Ammonia Breathers: One notable difference between the two main sub species of Gand is that one has lungs and one does not. Each player chooses whether he wishes his character to have lungs or not. If he selects to play the lungless Gand, his character is immune to suffocation. If he chooses to play a Gand with lungs, he starts the game with an ammonia respirator, and treats oxygen as a dangerous atmosphere with Rating 8. However, he gains +10 starting XP.



38. **GANK** (LORDS OF NAL HUTTA PG. 95)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Ability: Ganks begin the game with one rank in Coercion or Vigilance. They still may not train Coercion or Vigilance above rank 2 during character creation.

Cyborg: All Ganks are cyborgs, and each one often possesses several different cybernetic implants. A Gank begins play with up to two cybernetics (such as those on page 173 in the Core rulebook, or on page 106 of Lords of Nal Hutta) that cost a total of up to 5k credits. If a character takes on additional obligation for credits at character creation, he may apply these extra funds to the 5k credit budget for cybernetics. Ganks have a cybernetic implant cap of 3 + Brawn.



39. **GOSSAM** (DESPERATE ALLIES PG. 22)



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Gossams begin the game with one rank in Deception. They still may not train Deception above rank 2 during character creation.

Size: Gossams have a Silhouette of 0.



40. **GOTAL** (FLY CASUAL PG. 21)



Wound Threshold: 9 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 100 XP

Special Ability: Gotal begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.

Energy Sensitivity: The head cones of a Gotal are finely tuned sensory organs used to detect almost the entirety of the electromagnetic spectrum. Once per encounter as a maneuver, a Gotal may sense the presence and current emotional states of all living things within short range of himself.



41. **GRAN** (FAR HORIZONS PG. 22)



Wound Threshold: 10 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Ability: Gran begin the game with one rank in Charm or Negotiation. They still may not train Charm or Negotiation above rank 2 in character creation.

Enhanced Vision: When making ranged combat or Perception checks, Gran remove up to two setback dice imposed due to environmental conditions or concealment (but not defense).



42. **GUNGAN** (NEXUS OF POWER PG. 101)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Gungans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.

Amphibious: Gungans may breathe underwater without penalty and never suffer penalties for traveling through water.



43. **HUMAN** (EDGE OF THE EMPIRE PG. 55)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Ability: Humans begin the game with one rank each in two different non-career skills. They still may not train these skills above rank 2 during character creation.



44. **HUTT** (LORDS OF NAL HUTTA PG. 94)



Wound Threshold: 13 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 70 XP

Special Ability: Hutts begin the game with one rank in the Enduring talent and one rank in the Nobody's Fool talents. Hutts begin the game with one rank in Coercion or Discipline. They still may not train Coercion or Discipline above rank 2 during character creation.

Ponderous: A Hutt can never spend more than one maneuver moving per turn.



45. **IKTOTCHI** (KEEPING THE PEACE PG. 18)



Wound Threshold: 10 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Ability: Iktotchi begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.

Precognition: Iktotchi occasionally see glimpses of the future, letting them predict certain events even before they occur. In addition to seeing flashes of the future at the GM's discretion, an Iktotchi may spend one triumph on a check to determine initiative to perform a free maneuver before the encounter begins or to have an ally in short range perform a free maneuver before the encounter begins.



46. **ISHI TIB** (LEAD BY EXAMPLE PG. 21)



Wound Threshold: 12 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Ishi Tib begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.

Amphibious: Ishi Tib can breathe underwater without penalty and never suffer movement penalties for traveling through water.

Water Dependence: If an Ishi Tib has not been doused in salt water in the last twenty-four hours, the character's wound threshold is reduced by 2. This condition remains in effect until the Ishi Tib is doused in salt water.



47. **ITHORIAN** (SAVAGE SPIRITS PG. 20)



Wound Threshold: 9 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Ability: Ithorians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.

Ithorian Bellow: With two mouths and four throats, Ithorians have a unique natural weapon they can call upon when threatened (Resilience, Damage 6, Critical 4, Range [Short], Blast 3, Concussive 1, Slow firing 2, Stun Damage) Each time they use this ability they suffer 3 strain.



48. JAWA (HOMEBREW)



Wound Threshold: 9 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Jawas begin the game with one free rank in Mechanics. They still may not train Mechanic above Rank 2 during character creation.

Talent Bonus: Jawas start play with one rank in the Utinni! talent.

Desert Dweller: Jawas may remove one setback die imposed due to arid or hot environmental conditions.

Size: Jawas have a Silhouette of 0



49. KEL DOR (FORCE AND DESTINY PG. 57)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Kel Dors begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2.

Dark Vision: When making skill checks, Kel Dors remove up to two setback dice imposed due to darkness.

Atmospheric Requirement: Kel Dors must wear a specialized mask to breathe and see outside their native atmosphere. Treat oxygen as a dangerous atmosphere with Rating 8 (pg 220).



50. **KLATOOINIAN** (DANGEROUS COVENANTS PG. 20)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Klatootinians begin the game with one rank in either Brawl or Ranged (Heavy) or Ranged (Light). In addition, a Klatootinian starts the game with one additional rank of one non-career skill of his choice. He may not train any of these skills above rank 2 during character creation.



51. **KUBAZ** (HOMEBREW)



Wound Threshold: 9 + Brawn
Strain Threshold: 11+ Willpower

Starting Experience: 100 XP

Special Ability: Kubaz begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

Talent Bonus: Kubaz start with one free rank in the Street Smarts talent.



52. **KUSHIBAN** (HOMEBREW)



Wound Threshold: 8 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 100 XP

Special Ability: Kushiban begin the game with one rank in both Charm and Perception. They still may not train Charm or Perception above rank 2 during character creation.

Size: Kushiban have a Silhouette of 0.



53. **KYUZO** (FORGED IN BATTLE)



Wound Threshold: 11 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 90 XP

Special Ability: Kyuzo begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.

Dense Musculature: Kyuzo are adapted for Phatrong's relatively high gravity, and can make impressive bounding leaps on most other worlds. Once per round as a maneuver, a Kyuzo may suffer 3 strain to leap horizontally or vertically to any location within medium range.



54. LANNIK (KEEPING THE PEACE PG. 20)



Wound Threshold: 8 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 100 XP

Special Ability: Lanniks begin the game with one rank in streetwise. They still may not train Streetwise above rank 2 during character creation.

Indomitable: A Lannik removes up to two setback dice caused by Critical Injuries, the disoriented condition, and fear from all checks he makes.



55. MIRIALAN (FORCE AND DESTINY PG. 58)



Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Mirialans begin the game with one rank in Discipline and one rank in Cool. They still may not train Discipline or Cool above rank 2 during character creation.



56. **MON CALAMARI** (AGE OF REBELLION PG. 59)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Mon Calamari begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.

Amphibious: Mon Calamari can breathe underwater without penalty and never suffer movement penalties for traveling through water.



57. **MUSTAFARIAN** (SPECIAL MODIFICATIONS PG. 24)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

North Mustafarian: Northern Mustafarians may remove two setback dice from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank in the Eye for Detail talent. (pg 34)

South Mustafarian: Southern Mustafarians may remove two setback dice from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank of the Enduring talent.



58. NAGAI (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Nagai begin the game with one free rank in Charm or Coordination. They still may not train Charm or Coordination above Rank 2 during character creation.

Talent Bonus: Nagai begin play with one rank in the Kill with Kindness talent.



59. NAUTOLAN (FORCE AND DESTINY PG. 59)



Wound Threshold: 11 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Ability: Nautolans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.

Amphibious: Nautolans may breathe underwater without penalty and never suffer movement penalties for traveling through water.



60. NEIMOIDIAN (DESPERATE ALLIES PG. 20)



Wound Threshold: 11 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Ability: Neimoidians begin the game with one rank in Deception or Negotiation. They still may not train Deception or Negotiation above rank 2 during character creation.



61. NIKTOS (LORDS OF NAL HUTTA PG. 96)



Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Each Nikto subspecies has its own special abilities listed on pg 97.



62. **ORTOLAN** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Ortolans begin the game with one free rank in Survival. They still may not train Survival above Rank 2 during character creation.

Intestinal Fortitude: Ortolans downgrade the difficulty of Resilience checks made to resist the effects of any poison by one.

Keen Senses: Ortolans receive a free boost die on Perception checks.



63. **POLIS MASSAN** (STRONGHOLDS OF RESISTANCE PG. 99)



Wound Threshold: 8 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Polis Massans begin the game with one rank in Medicine. They still may not train Medicine above rank 2 during character creation.

No Vocal Chords: The vast majority of Polis Massans are born without vocal chords, though a small subset does possess them. When creating a Polis Massan character, player may spend 10 starting XP to specify that the character has vocal chords.

Telepathy: Polis Massans can communicate with other beings at short range using a simple form of telepathy. This communication is akin to a broadcast, and anyone within short range hears the Polis Massans speech. Polis Massans can only whisper privately to beings they are engaged with.



64. **QUARREN** (FLY CASUAL PG. 23)



Wound Threshold: 10 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 95 XP

Special Ability: Quarren begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.

Amphibious: Quarren can breathe underwater without penalty and never suffer movement penalties for traveling through water.

Ink Spray: Quarren can spit ink from a special sac within their gills that disperses in water, creating a brief murk used to confuse foes or predators. Once per encounter, as an out-of-turn incidental, a Quarren may suffer 2 strain to add one additional setback die to a combat check made by a character within short range. Under water it adds three additional setback die instead.



65. **QUERMIAN** (SAVAGE SPIRITS PG. 21)



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 185 XP

Special Ability: Quermians begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.

Additional Limbs: Quermians have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, although they still may not perform more than two maneuvers per turn.



66. **RODIAN** (EDGE OF THE EMPIRE PG. 49)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Rodians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation. Rodians start with one rank in the Expert Tracker talent.



67. **RYN** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Ryn begin the game with one free rank in Deceit or Streetwise. They still may not train Deceit or Streetwise above Rank 2 during character creation.

Talent Bonus: Ryn begin play with one rank in Know Somebody.

Prehensile Tail: Ryn can use their tails to hold and manipulate small items, but cannot use that item to make an attack.



68. **SAKIYAN** (LORDS OF NAL HUTTA PG. 98)



Wound Threshold: 8 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Ability: Sakiyans begin the game with one rank in Perception or Vigilance. They still may not train Perception or Vigilance above rank 2 during character creation. Sakiyans also start with one rank in the Expert Tracker talent.



69. **SELKATH** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Selkaths begin the game with one free rank in Medicine or Negotiate. They still may not train Medicine or Negotiate above Rank 2 during character creation.

Talent Bonus: Selkaths begin play with one rank in the Surgeon talent.

Amphibious: Selkaths may breathe underwater without penalty and never suffer movement penalties for traveling through water.



70. **SELONIAN** (SUNS OF FORTUNE PG. 91)

2	3	2	1	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 80 XP



Special Ability: Selonians begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. The structure of a Selonian's eyes allows her to see in near total darkness. She may remove all setback dice added to checks due to darkness, though she still can't see in absolute darkness.

Tail: A Selonian's tail may be used as a Brawl weapon. It uses the Brawl skill combined with the Agility characteristic, but like most Brawl weapons, adds its weapon damage to the character's Brawn for total damage. It always counts as equipped, and has the following profile (Brawl; Damage +1, Critical 5; Range [Engaged]; Disorient 2, Knockdown. The Selonian may trigger Knockdown with advantage, but still must spend additional advantage to knock down targets with higher silhouette as per the knockdown quality rules.

71. **SHISTAVANEN** (FORGED IN BATTLE)



Wound Threshold: 12 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Ability: Shistavanens begin the game with one rank in either Brawl or Survival. They still may not train Brawl or Survival above rank 2 during character creation.

Hunter's Instincts: When making a check for initiative, a Shistavanen may make a Survival check instead of a Discipline or Cool check.

2	3	3	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

72. **SLUISSI** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Ability: Sluissi begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation.

Talent Bonus: Sluissi begin play with one rank in either Gearhead or Solid Repairs. Practiced

Mechanic: A Sluissi can choose spend a maneuver just prior to making a Mechanics roll, upgrading one of their ability dice.



73. **SQUIB** (HOMEBREW)



Wound Threshold: 9+ Brawn
Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Squibs begin the game with one free rank in Negotiation. They still may not train Negotiation above Rank 2 during character creation.

Tech Savvy: Squibs always treat Mechanics as being a career skill, regardless of their starting career.

Size: Squibs have a Silhouette of 0.



74. **SULLUSTAN** (AGE OF REBELLION PG. 60)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Sullustans begin the game with one rank in Astrogation. They still may not train Astrogation above rank 2 during character creation. They also start with one rank in the Skilled Jockey talent.



75. **TOGORIAN** (HOMEBREW)



Wound Threshold: 14 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Ability: Togorians begin the game with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

Claws: When a Togorian makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.



76. **TOGRUTA** (FORCE AND DESTINY PG. 60)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Togrutas begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.

Pack Instincts: When performing the assist maneuver, Togrutas grant two boost dice instead of one boost die.



77. **TOYDARIAN** (ENTER THE UNKNOWN PG. 23)



Wound Threshold: 9 + Brawn
Strain Threshold: 13 + Willpower

Starting Experience: 90 XP

Special Ability: Toydarians have wings that allow them to hover slightly off of the ground. When hovering, Toydarians do not have to spend additional maneuvers when navigating difficult terrain. Otherwise, their wings allow them no extra capabilities beyond those of a normal, walking character.

Size: Toydarians have a Silhouette of 0.



78. **TRANDOSHAN** (EDGE OF THE EMPIRE PG. 50)



Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 X

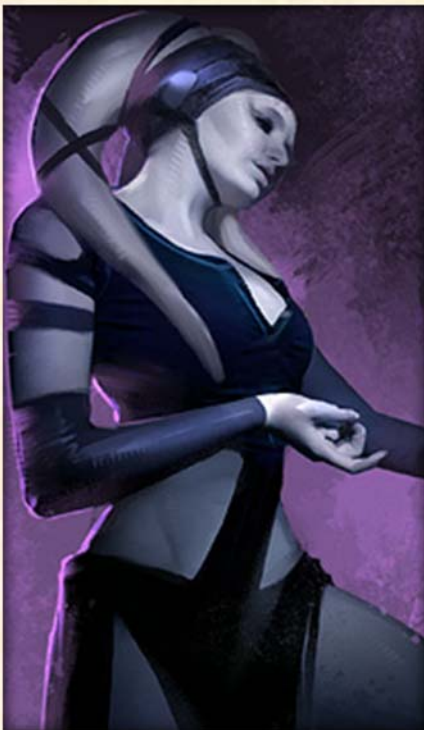
Special Ability: Trandoshans begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.

Regeneration: Whenever a Trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, he recovers one additional wound. He does not recover the additional wound through other means of healing. Trandoshans can regrow lost limbs, usually taking at least one month before it is useable.

Claws: When a Trandoshan makes Brawl checks to deal damage to an opponent, he deal +1 damage and has a critical rating of 3.



79. **TWI'LEK** (FORCE AND DESTINY PG. 61)



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Ability: Twi'leks begin the game with one rank in either Charm or Deception. They still may not train Charm or Deception above rank 2 during character creation.

Desert Dwellers: When making skill checks, Twi'leks may remove one setback die imposed due to arid or hot environmental conditions.



80. **VERPINE** (STRONGHOLDS OF RESISTANCE PG. 102)



Wound Threshold: 9 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 80 XP

Special Ability: Verpine begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.

Microvision: The compoud eyes of a Verpine are capable of seeing tiny, even microscopic details. When closely examining an object, Verpine characters add one boost die to their Perception checks.

Radio-wave Communication: Verpine can produce and hear radio waves, which allows them to silently communicate with other Verpine and specially tuned comlinks within a 100-kilometer range.



81. **WEEQUAY** (DANGEROUS COVENANTS PG. 22)



Wound Threshold: 10 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Ability: Weequays begin the game with one rank in Resilience or one rank in Athletics. They still may not train Resilience or Athletics above rank 2 during character creation.

A Weequay can communicate with other Weequays using pheromones. This is completely non-verba, and undetectable to any other species nearby. Weequays can only communicate like this is they are within short range of each other.



82. **WHIPID** (KEEPING THE PEACE PG. 21)



Wound Threshold: 12 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Ability: Whipids begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.

Hardy Survivalist: A Whipid adds one automatic success to Survival checks and can survive for several weeks without food thanks to reserve blubber.

Tusks: When a Whipid makes a Brawl check to deal damage to an opponent, he deals +2 damage, has a Critical Rating of 4, and the Vicious 1 quality.



83. **WOOKIE** (EDGE OF THE EMPIRE PG. 52)



Wound Threshold: 14 + Brawn
Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Ability: Wookies begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.

Wookie Rage: When a Wookiee has suffered any wounds, he deals +1 damage to Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks.



84. **XEXTO** (STAY ON TARGET PG. 24)



Wound Threshold: 9 + Brawn
Strain Threshold: 9 + Willpower

Starting Experience: 85 XP

Special Ability: Xexto begin play with one rank in the Confident talent.

Additional Limbs: Xexto have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, although they still may not perform more than two maneuvers per turn.



85. **YUUZHAN VONG** (HOMEBREW)



Wound Threshold: 11 + Brawn
Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Ability: Yuuzhan Vong begin the game with one rank each in Survival and Knowledge (Warfare). They still may not train Survival or Knowledge (Warfare) above rank 2 during character creation.

Far Outsiders: Most sentients in the galaxy are wary of the Yuuzhan Vong, character takes one setback die when using social skill checks.

Force Unaffiliated: Yuuzhan Vong can't be detected or affected with force powers.



86. **ZABRAK** (FORCE AND DESTINY PG. 62)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Zabrak begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.

Fearsome Countenance: Zabrak add one automatic advantage to all Coercion checks they make.



87. **ZELTRON** (HOMEBREW)



Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Ability: Zeltrons begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation.

Empathy: Opponents attempting to use Charm or Deceit on a Zeltron receive one setback die on their roll.

Pheromones: Zeltrons receive a free boost die when making Charm or Deceit rolls against opponents they are engaged with.



*Most character stats are taken directly from their correlating books except for "Aqualish". Most Homebrew characters are taken from the Unofficial Species Menagerie by Donovan Morningfire, Cyril, and Gallandro except for "Yuuzhan Vong, Cudro Ji, Kushiban, Anzati, and Anomid" which were created unofficially by me.